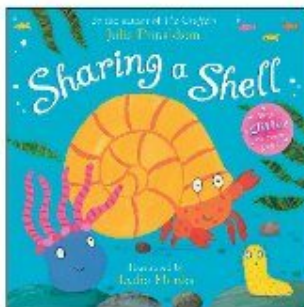
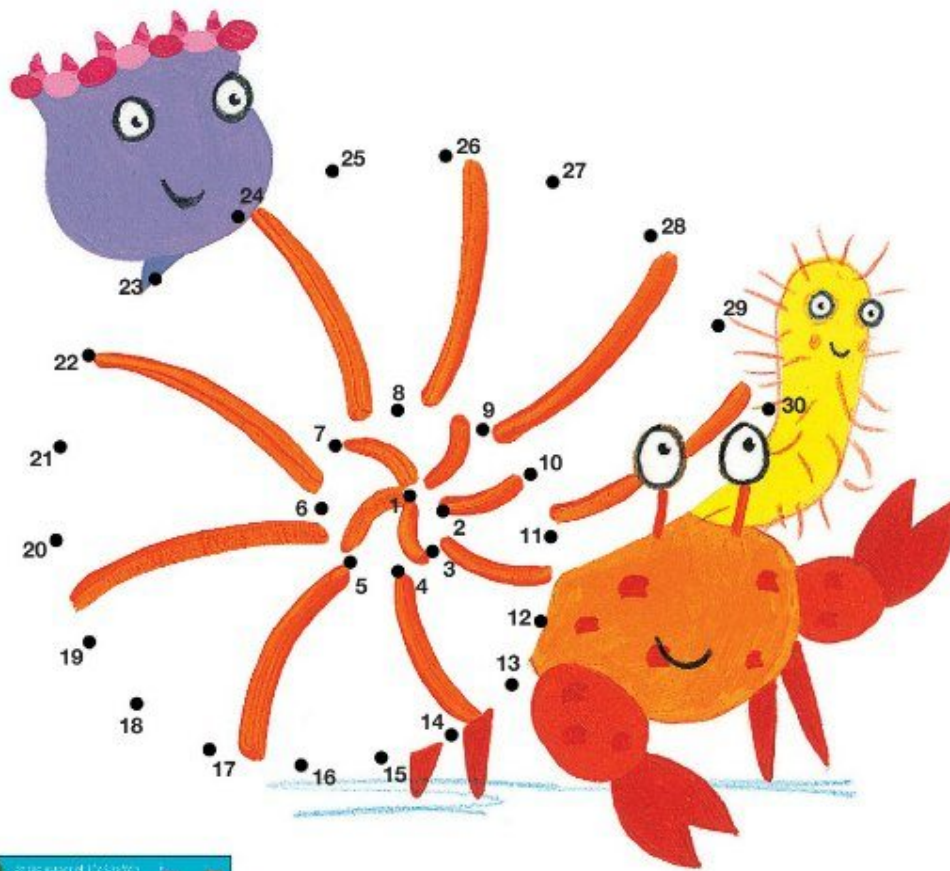


Sharing a Shell

Dot to Dot

Simply join the dots following the numbers from 1 to 30 to discover what Crab, Blob and Brush are hiding in!



Illustrations taken from SHARING A SHELL by Julia Donaldson and Lydia Monks © Lydia Monks 2004

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The Sharing a Shell Song with Julia Donaldson!

MACMILLAN
Children's Books



Sharing a Shell

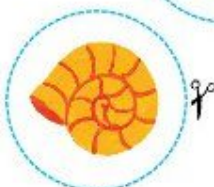
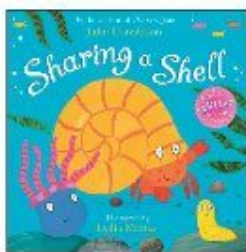
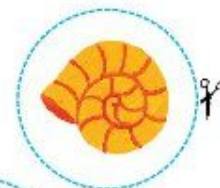
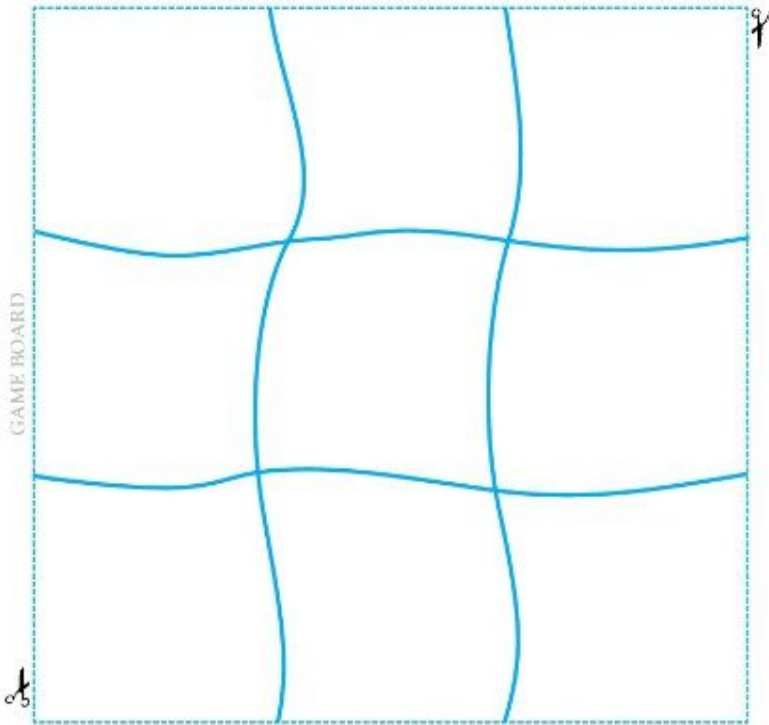


Shells and Stars Game

This is Crab, Blob and Bush's favourite game to play, and now you can play too!
First you will need to make your Shells and Stars game. Glue this page to a thin piece of card
and your game will be stronger and last longer. With the help of an adult, carefully
cut out the game board and the shell and star discs along the dotted lines.

Now you need to learn the rules!

- 1 One player has the star discs, the other the crabs.
 - 2 You must take it in turns to place your crab or star on a square of the grid.
 - 3 The first player to line up three stars or crabs in a row is the winner.
- Good luck!




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The Sharing a Shell Song with Julia Donaldson!

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Glue the dominoes to a piece of card and your set will be stronger and last longer.
Ask an adult to help you cut along the dotted lines.










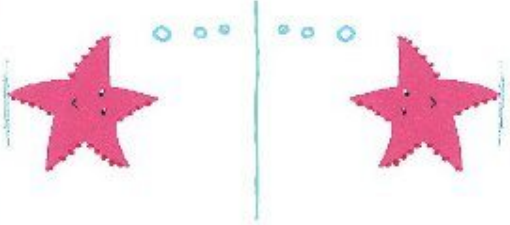


**Sharing
a Shell
Dominoes**

Illustrations taken from SHARING A SHELL
by Julia Donaldson and Lydia Monks © Lydia Monks 2004

Domino Rules (two players)

1. Shuffle the dominoes and place them face down on a table or floor. Both players choose one domino and the player who has the most pictures on their domino starts the game.
2. Each player chooses six more dominoes.
3. Each player takes it in turns placing one domino at a time. Each player must match one of the dominoes in his or her stash to one of the ends of the dominoes already played. For example, if the domino on the end has four shells on it, another domino with four shells must be placed up against it.
4. If one player does not have a domino that matches either end of the dominoes already played, he or she is blocked and must pick up a domino. The other player may continue to place dominoes until the blocked player has a match and can take a turn.
5. When one player runs out of dominoes or both players become 'blocked', the game is over. The winner is the player who 'dominoes' (runs out of dominoes first) or who has the fewest dominoes left or in the case of a draw, the fewest pictures on his or her unplayed dominoes.



Log on to www.gruffalo.com to join in *The Sharing a Shell Song* with Julia Donaldson!

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